



Stoke Bowling Club (Coventry)

Occupation Road, off Church Lane,
Stoke, Coventry CV2 4AB
Tel 024 76451276

APPLICATION FOR ROOM HIRE

MINIMUM OF **THREE WEEKS** NOTICE REQUIRED FOR ROOM HIRE

Name of applicant Address

..... Telephone

Type of Event Date of Event

Number of guests expected (Max 120)

Kitchen required: Yes / No (**£20.00**) Bar Required: Yes**/ No (**£30.00 for up to 3hrs then £10 for every additional or part hour**)

**** Hiring the bar will incur an additional charge of £21 to cover the cost of a TEN (Temporary Event Notice) licence ****

Name of Caterers Disco (if applicable)

Contact (if different to applicant) Telephone

Room Hire cost: Members £25 / Non members £20 per hour

Refundable Deposit of **£75.00** required – See condition 7 below

Times access required:-

Decorations Disco Caterers Event Start Time
Event Finish Time

I, the undersigned, agree to the conditions of room hire as listed below.

Signature Date

CONDITIONS FOR HIRE OF CLUB

- 1. The hirer shall be responsible for the good behaviour of all persons within the Club Premises and close proximity of the surrounding area.*
- 2. The hirer shall be responsible for any damages or breakages incurred by their party, both within the Club and outside of the Club premises.*
- 3. The Club will be left in a clean and tidy condition upon leaving, and the Club will be vacated by 11.30 p.m.*
- 4. The use of the snooker tables is excluded*
- 5. Two weeks prior to the event, a list of all guests together with their addresses, who are not members of Stoke BC will be displayed upon the Club Notice Board. This is to comply with the licensing authorities.*
- 6. It is expressly forbidden to bring any alcoholic drinks into the Club.*
- 7. A further deposit of £75 is required to cover cleaning costs. If the room is left in a clean and tidy condition (see condition 3), this will be refunded within a week after the event.*

BAR CLOSING TIME 11.00PM

Treasurers: Mrs J Addis / Mrs P Wright

Secretary: Sue Barr
Assistant Secretary: Val Hawkes